TETRIS®

Instruction Manual

OFFICIAL TETRIS PRODUCT
WWW.TETRIS.COM

SEGA®

Thank you for purchasing this game cartridge. To get the maximum enjoyment from this product, please be sure to read the instruction manual thoroughly before play.

Contents

- How to Play
- Controls
- Starting the Game
- Basic Techniques
- Advanced Techniques
- Precautions

The Tetris® game is an electronic puzzle game that was created in the USSR by Alexey Pajitnov in 1984. The objective of the game is simple: position the falling Tetrimino shapes in the Matrix to form horizontal lines across the width of the Matrix. Much of the game's depth is derived from this simplicity.

The popularity of Tetris® exploded in the United States, the United Kingdom, and many other countries around the world. Play it yourself to find out why!

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Tetris Logo Design by Roger Dean.
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Basic Objectives

When the game starts, Tetriminos (i.e., the Tetris playing pieces) will fall from the top one by one. As they fall, move and rotate the Tetriminos into a stack.

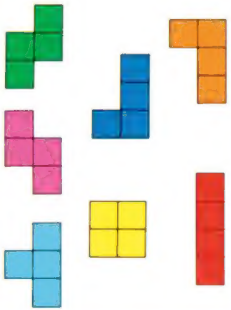
Stacking Tetriminos so that they form an entire horizontal line across the width of the Matrix causes the line to clear from the Matrix and the blocks stacked above then drop down a row. With careful planning, you can even remove multiple rows in one go.

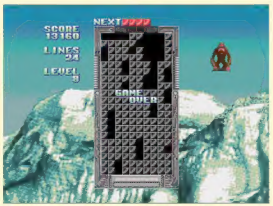
As you remove more and more lines, your level will increase, as will the speed that the Tetriminos fall. The level starts from 0 and goes up to 99.

If you leave gaps when stacking the Tetriminos, then the line will not disappear and the stack will get progressively higher. If they stack past the top of the Matrix, then the player will "Block Out" and the game will be over.

Tetriminos

There are 7 Tetrimino shapes, which are each comprised of 4 blocks. Try to remember how each one looks, and visualize rotating them in your mind.





Game Screen

1 PLAYER

① ***SCORE: Shows the current score***

② ***NEXT: The next Tetriminos to fall.***

③ ***LINES: Total number of lines removed.***

④ ***LEVEL: Current level. As the level increases, Tetriminos will fall faster!***

2 PLAYERS

① ***PLAYER 1: NEXT.***

② ***PLAYER 2: NEXT.***

③ ***PLAYER 1: SCORE, LINES and LEVEL.***

④ ***PLAYER 2: SCORE, LINES and LEVEL.***

Controls

Tetris® is a game for 1 to 2 players. For a 1 player game, connect a Control Pad to Control Port 1. For a 2 player game, connect a second Control Pad to Control Port 2.

☆ The START Button is only activated on Control Pad 1.

● START Button

Use the START Button to begin the game and to select modes.

Press the START Button during gameplay to pause the game and open the Pause menu. Press again to resume gameplay.

● Directional Button (D-Button)

Use the D-Button to select game modes.

During gameplay, use the D-Button to move Tetriminos.

Move left ◀●▶ *Move right*

▼

Soft Drop: Tetrimino shape falls quickly (release during Soft Drop to resume normal fall speed)

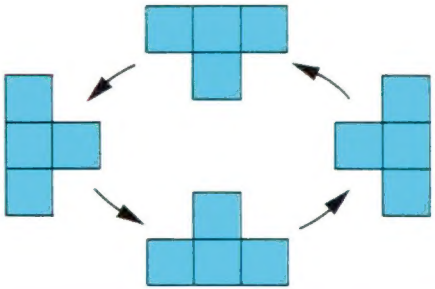
● Button A, B and C

Rotate Tetrimino shape counter-clockwise.

☆ The function of each button can be changed in Settings.

Rotating Tetriminos

Press the button once to rotate it 90°.



● Choose Game Mode

Press the START Button at the Title Screen to display the Mode Select Screen. Select a game mode and press the START Button again to play.

Title Screen

Mode Select Screen

1P MODE

Choose this mode for a 1 Player game. Position the falling Tetrimino shapes in the Matrix to form horizontal lines across the width of the Matrix.

2P MODE

Choose this mode for a 2 Player competitive game. The falling Tetrimino shapes will appear in the same order for both players. Press Button A, B or C on the Game Over screen to start a new game.

OPTIONS

Press the D-Button up / down to select a menu item, and left / right to change the setting.

● Difficulty

Set the game difficulty from four settings:
EASY → NORMAL → HARD → HARDEST

● 1P UP KEY, A, B, C Button

Choose the button assignments for Control Pad 1 (PLAYER 1) as follows:

NONE: No setting
ROTATE LEFT: Rotate Tetriminos counter-clockwise
ROTATE RIGHT: Rotate Tetriminos clockwise
HARD DROP: Tetrimino instantly drops down

● 2P UP KEY, A, B, C Button

Choose the button assignments for Control Pad 2 (PLAYER 2).

● BGM TEST / SE TEST

Listen to the game's background music. Press the D-Button left / right to select a music track, and press Button A, B or C to play.

● SE TEST

Listen to the game's sound effects.

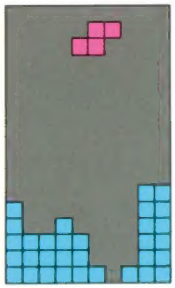
● EXIT

Press Button A, B or C to save the current settings and return to the Title Screen.

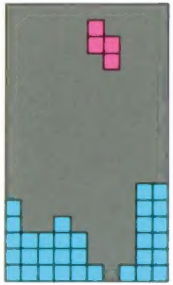
Basic Techniques

The way you stack Tetriminos determines how rows of blocks will disappear. Quickly judging the best way to move and rotate Tetriminos to remove rows of blocks effectively is one of the key points of the game!

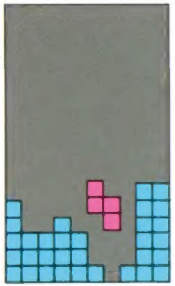
① *When a Tetrimino shape appears, make a point of visualizing its shape.*



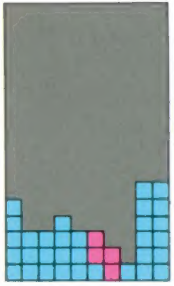
② *Move and rotate the Tetrimino shape so it will fit cleanly into a gap.*



③ *Once the Tetrimino shape is in position...*



④ *Drop it in the gap and the whole row will disappear! Doesn't that give you a warm happy feeling?!*



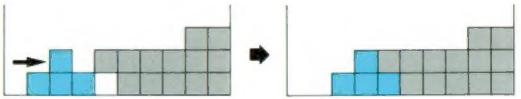
Advanced Techniques

Make use of the following techniques so you're always ready for whichever Tetrimino shape falls next!

POWER MOVE #1

Land & Slide

Got an opening under the end of a stack? There's no need to panic! When an appropriate Tetrimino shape lands, you have a moment to slide it into position.



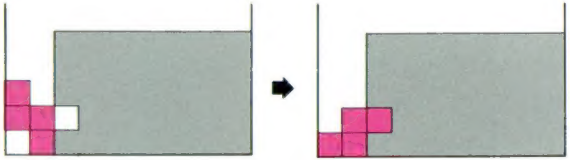
① *Press the D-Button just as the Tetrimino shape lands...*

② *And in it slides, sealing up the gap!*

POWER MOVE #2

Secret Rotation Techniques

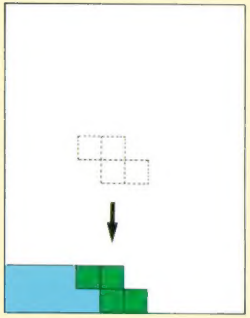
Impossible to reach gaps getting you down? Well help is on its way! Simply guide the Tetrimino shape into position and rotate it at the last moment to snap it into place.



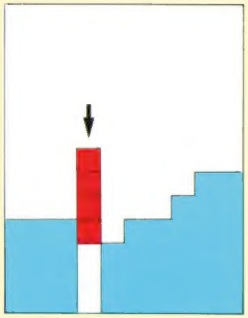
① *Guide the Tetrimino shape down the narrow shaft towards the open gap, then press Button A, B or C...*

② *Well what do you know?! It actually worked, sealing up the gap perfectly!*

POWER MOVE #3



Hard Drop
Tetriminos naturally fall by themselves, but speeding their fall from higher in the Matrix earns you extra points! Choose a stack position, then use Hard Drop!



Remove Multiple Lines
Remove multiple lines at once to earn extra points! Try stacking the Tetriminos strategically to take advantage of this.

Earning Points

Points earned vary depending on how the Tetriminos fall and how rows are removed. The number of rows removed together affects your score in accordance with the chart.

Lines	Score
1 line	20
2 lines	50
3 lines	120
4 lines	300

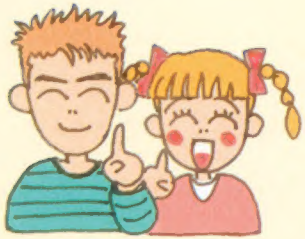
BONUS POINTS: *Remove all the blocks in the Matrix to earn a special bonus!*

Date	Score	Lines

Precautions

Game cartridges are precision electronic equipment!

Please take the following precautions when handling them.



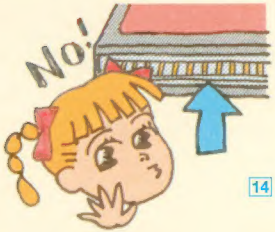
Make sure the power is OFF!

Before removing a cartridge, make doubly sure that the console power is switched to OFF! Removing a cartridge while the power is ON can cause serious damage!

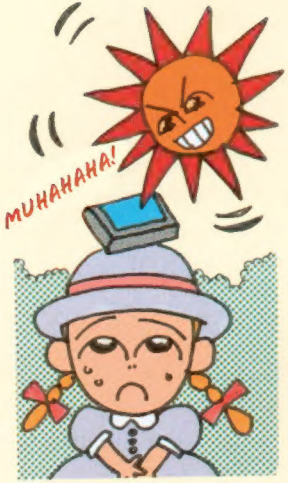
Cartridges are Delicate!

Do not subject your cartridges to strong shocks. Striking or stepping on a cartridge will damage it! Do not attempt to disassemble the cartridge!

Don't Touch the Terminals



Do not touch the terminal contacts or allow them to get wet. Doing so will damage the cartridge, so please take care!

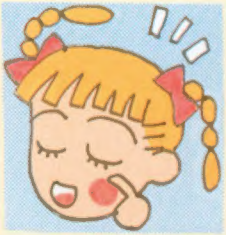


Storing your Cartridges

When choosing somewhere to store your cartridges, try to avoid places that are unusually hot or cold. Areas exposed to direct sunlight, near heaters or in humid environments are to be avoided.

Avoid Chemical Cleaners

Do not use chemicals such as benzine or solvents when wiping off dirt.

Precautions while Playing

If you play the game for an excessive period of time, your eyes will become fatigued. Try to take a 10 to 20 minute break for each hour of gameplay. Sit as far back from the TV as possible.